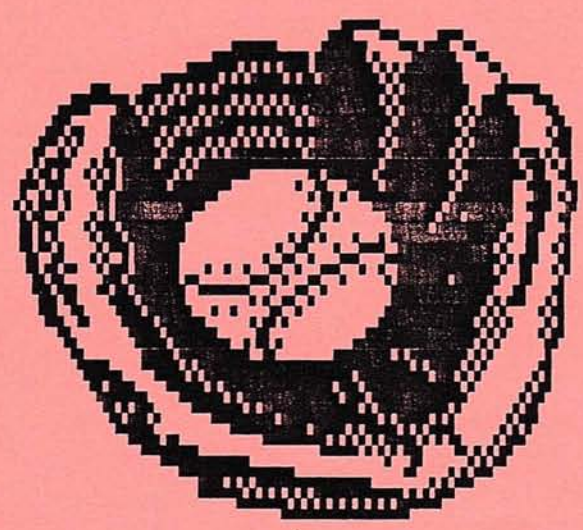


Dr

KEEPING



P.A.C.E.

JUNE, 1987

NOTICE

Keeping PACE is the official publication of the Pittsburgh Atari Computer Enthusiasts. If you enjoy Keeping PACE and would like to receive it regularly you must do one of two things:

1) Become a dues paying member by filling out the form in back of this issue and by sending a check or money order to PACE at the address on the form in the amount of \$20.00 (per yr./family). Membership is open to individuals and families who are interested in using or programming Atari personal computers. Membership includes the subscription to this monthly newsletter, access to the club's disk library and to all club functions and discounts.

2) If you are an Atari User Group you will continue to receive Keeping PACE if we receive your newsletter on an exchange basis at the address on the form. Also we are interested in exchanging Disk Libraries of PUBLIC DOMAIN PROGRAMS.

NEWSLETTER ARTICLES:

Please submit all articles on disk to any of the PACE Officers. Articles may also be uploaded directly to the Editor (412)-941-4107 or the P.A.C.E. Bulletin Board (412) 963-1355.

PACE accepts articles for publication in a variety of formats. Articles may be submitted anytime but will probably not make that month's newsletter if submitted less than two weeks before the regular meeting date. Text files on single sided ST disk and uploads to the PACE BBS are the preferred means of submission.

Due to limitations placed on the use of the meeting room, any retailer wishing to sell products at a P.A.C.E. meeting must register with the President or Vice President one month prior to the meeting. Stipulation for such sales will be explained and will be adhered to. PACE reserves the right to limit space to retailers and others at all meetings.

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PRESIDENT'S
REPORT

Well, another month has gone by, where does the time go. By the time this reaches you the Memorial holidays will be over and you will be recovering from all the sun, fun, and relaxing that you had.

I do hope you received this news letter before our June eight-bit meeting. We are putting out the best effort possible to provide this news letter to you by the beginning of each month. Bulk mail is our least costly method to mail these news letters and it helps to keep your dues down. But the U. S. Postal Service spreads deliveries out over weeks from the same mailing causing unavoidable delays to you.

We are trying to make changes to provide more services to our members. If at any time you have any suggestions that would benefit our members please feel free to let me know. Just see me at the meetings or drop me a line by mail or the bbs.

Any member using the bbs may have noticed the changes. Other than all the new sigs added, our sysop has added more files to download and cleaned up some old. If you haven't tried the added [x]tra special command feature give it a try you might say its out of this world. One of the major changes has been the reduction of bbs time for nonmembers.. they're limited to 10 minutes a day and members are limited to one hour, this we hope will provide more time for our members use and may provide an incentive for nonmembers to become members. For you members who know someone who uses the bbs and is a nonmember, now might be the time to attract them to PACE and earn yourself PACE money. Please leave any response pro or con you have about these changes on the bbs.

Atari has allowed the release of the third party eight bit emulator for the ST (good news). The bad news is it was released thru Antic.

Don't forget to look for our new features in the news letter, these are for you the members. The classified ads can be used for other than computer items as long as space permits. The Mr. Fix it will only run

when there are questions sent in that need answers. We will also try to bring you a buy of the month.

This month's meeting will feature a demo on the bbs (bulletin board system). It will be very interesting for those of you with new or unused modems and for those of you that haven't bought a modem because you don't know of the benefits or how to use them. We may even have a surprise on the raffle table for those without a modem. If you are or have had questions on your modem or software operations you don't want to miss this meeting. Don't forget to bring your software and modem to insure that you will have your questions answered.

There should also be a report on the CES show in Chicago.

Don't forget the membership drive this is your chance to help build the club and help yourself at the same time. See you at the meeting.

----->

BOARD CHECK

by

John Babson, Sysop

If you haven't been on the P.A.C.E. Bulletin Board recently, I recommend that you call and see what changes have occurred. The phone number has changed. The Bulletin Board is located at 412-963-1355. This is where it was located a year ago before Jeff Watt took over. Jeff elected to discontinue running the BBS because of his heavy work schedule. Over the past year his job as Sysop was difficult in that we totally changed from an 800 to a ST for the BBS hardware. Jeff had to learn how to use totally new hardware and software rather quickly. He also had some rough early months with the 8-Bit system's reluctance to stay on line for any more than a couple of days at a time.

I will be trying to make the BBS as friendly as possible to our members and guests who call the BBS. Many people call to find new programs and we now have nearly 900 programs for the XL/XE computers and nearly 300 for the ST. One difficulty the Sysop has is in keeping a listing of what programs are on the BBS and identifying what

they do. What has been done to help in this area is to create more Sigs or separate areas on the BBS where certain types of files and information is located. We now have the following Sigs set up for you:

- 1 [D] General Information
- 2 [*] XL/XE
- 3 [*] ST
- 4 [*] Programming Help
- 5 [*] Graphics XL/XE
- 6 [*] Games XL/XE
- 7 [*] Music XL/XE
- 8 [] Not assigned
- 9 [] Not assigned
- 10 [] Not assigned
- 11 [*] Graphics ST
- 12 [*] Games ST
- 13 [*] Music ST
- 14 [*] GFA Basic ST
- 15 [] Sysop
- 16 [] PACE Officers

The Sigs for "Sysop" and "PACE Officers" can only be accessed by the officers of PACE. All other Sigs have information that is available to our members. Currently, non-members also have access to all areas of the BBS but this may not continue in the future. The files and information in the Sigs is fairly well described by the title of the Sig. I have tried to move the files around so that they are in a Sig that more closely relates to their function. I know that there are some files that are misplaced so just leave me a message when you are on the BBS and I will move them to their proper location. We are also developing a listing of the file names and their description that you can also access however this will take some time and effort to get into proper order. When you leave messages, try to identify the Sig that more closely relates to the subject of the message. Some people read only messages in certain Sigs and may miss a mis-identified message. I have also added an information section to the BBS where I intend to locate text files and documentation that may be of interest. It will be easier to read in this fashion and you will not have to go through the downloading process to get the information.

If you are calling any other BBS's across the country and get some information for

programs that you believe may be of interest to our members, please upload it to the BBS so I can make it available. If you would prefer you can bring the information to either of our meetings (on disk, 5-1/4" or 3-1/2") and I can pick it up that way. I will give you a blank disk in exchange for yours or return your disk at the next meeting.

I have been asking the users of the BBS what kinds of public domain software they have found to be useful to get an idea of what software from our library to recommend to new members. On the 8-Bit side people have so far suggested the following utilities: EXPRESS for the 1030 and for the 850, Speedscript, TBASIC (Turbo Basic) Multicopy, Magic Lantern, and Diskindex. They have suggested also the following for entertainment: BASEBALL.BAS, CHESS.BAS, MONOPOLY.BAS, BALLSONG.BIN, BIFFDROP.BAS, and HISEAS.BAS. For the ST computers they have suggested: ST Writer, Monopoly, DCopy, Bulk Eraser, and Wheel of Fortune. I would like your comments in this area.

At the next monthly PACE meeting on June 8, We will demonstrate the operation of the BBS at the meeting, so get your questions ready. If you are having problems with a particular type of hardware or software, bring it to the meeting and maybe someone there can help solve the problem for you.

The layout of the BBS has changed slightly and we are using the latest Michtron BBS software (Version 2.10) so I have reproduced below the most often used menus; the Main Menu, the Mail Menu and the File Transfer Menu.

1. General Information Main Menu:

[B]ye (Log-off)
[C]hat with BBS System Operator
[E]dit Profile
[F]ile Transfer
[I]nformation
[L]ast Callers
[M]essage Section
[N]ews From CEBIT 87
[Q]uick Logoff
[S]ig Change
[T]ime
[W]elcome Message Reprint
[X]tra Special Command

1. General Information Mail Menu:

[B]ye (logoff)
[C]hart Mail
[L]eave Mail
[M]ain Menu
[N]ew Mail
[Q]uick Logoff
[R]ead Mail
[S]ig Change
[T]itles to Messages

1. General Information File Transfer

[B]ye (logoff)
[C]atalog Listing of Files
[D]ownload a File
[I]ndividual File Download (#'s)
[L]ist Downloads
[M]ain Menu
[Q]uick Logoff
[S]ig Change
[U]pload

Feel free to use the BBS and offer suggestions. The BBS is one of the fastest ways we have in getting club information to the members on a timely basis, so call often to see what is new. Make sure you make a note of the new BBS phone number - 963-1355.

SECRETARY'S REPORT by Debbie Ayres

The May 11th Pace meeting began at 7:03 when Lanny Shoup began a discussion about the newsletter. He asked about the delivery, and any new ideas for the newsletter. Martha has suggested adding a "Mr. Fix-it"-type column, and a classified ad section.

After mentioning C.E.S. which was held on May 29-June 2, the new BBS number was announced: 963-1355. If that sounds familiar that's because it is the 'Old' number from before!

The discussion of new business included a request for a program that will help you practice Morse code, the new magazine and newsletter table, and an introduction of the new officers. At 7:17 Lanny turned the meeting over to Dave Carey, the new 8-bit Vice President.

Dave began by reminding everyone that raffle tickets were for sale, and the drawing would be held right after the break.

Dave Gierl then demonstrated his new program called AUTOCOP II. This utility will automatically set up and copy files into a ramdisk at boot-up. He documented the program, and it also had a .doc file.

Wayne Sigmund followed with a demonstration of the astronomy program called SPACE BASE from the Antic catalog. This is an in-depth astronomy program that displays the Northern Hemisphere stars, along with co-ordinates for easy locating. Wayne tells us that it has the capability to display 240 different objects.

Rick Gierl then had a brief discussion about the Buffalo Atari Fair. Some of the news included: a MIDI for the 8-bit computers, PROLOG and a new PASCAL for the ST, a megabyte expansion for the 8-bits as well as a hard disk and an interface, a new 8-bit emulator for the ST, and a production model laser printer from Atari.

Wayne Sigmund then demonstrated the library display for May, and discussed possible library exchange with several overseas countries including England, Germany and Japan.

Joyce Thompson then showed us the genealogy program called THE FAMILY TREE, with assistance from Bill Covert. This program is also from the Antic catalog, and helps you to set up your family tree. It can chart your ancestry back to as many as 12 generations.

Intermission was called at 8:30, and the meeting was reconvened at 8:50.

After the raffle, Jerry Cobbs discussed the Buffalo show in more detail, listing some of the companies and manufacturers that were there.

Jerry then did a demonstration of a new space simulation for the ST. This is a very impressive program with graphics taken from digitized photographs, and a digitized sound track. Jerry promised a more complete demonstration once he had a better mastery of the controls.

John Babson talked about the new Bulletin Board Number, and about some of the changes you will see when you log onto the board. He also explained that a new policy of not counting the time that is spent

And the Chief Programmer said, "Let the programming be started and let much overtime be consumed, for there is but two months left." And the Programmers, both the Senior

and the Junior, were much afraid, and they strove to please the Chief Programmer. Then they flowcharted, and they Then they flowcharted, and they coded, each in his own fashion. And the Chief Programmer looked upon the work and liked it not. And the Chief Programmer said, "Let there be a Standard", and there was a Standard. And the Programmers looked upon the Standard and liked it not. And there was a Payday and the Happy Hour, a fourth month.

And the Chief Programmer said, "Let there be Progress Reports, so we can monitor and control", and there were Progress Reports. And the Chief Programmer looked upon the Progress Reports and saw that the Due Date was not to be met. And the Chief Programmer arose, pressed his suit, shaved his beard, and went unto the Project Manager, and groveled. And the Chief Programmer pointed his fingers, and caused Blame to issue forth upon all manner of creatures who sold Hardware and Software. And the Chief Programmer asked for an Extension.

And the Project Manager was exceedingly angry, and cast doubts upon the Chief Programmer's ancestry; and uttered a multitude of threats. But it came to pass that an Extension was granted; and the Chief Programmer took the Extension back to the programming teams, and there was much rejoicing. And the programming of the modules was completed. And there was a Payday and the Happy Hour, a fifth month.

And the Chief Programmer said, "Let the Modules be integrated, one with another, so that System Testing may begin." And it was so. Two by two the Modules were integrated, one with another. And great difficulties were experienced, and many hours of overtime were used, and many cups of coffee were consumed. And it came to pass that System Testing was completed. And there was a Payday and the Happy Hour, a sixth month.

Then the Chief Programmer did come unto the Project Manager and said unto him, "Behold, I bring you good tidings of great joy which will come to all the Users; for on this day The System is

completed." And suddenly there was with them a multitude of Users praising the Chief Programmer and saying, "Glory be to The System in the be to The System in the highest, but can you make this one small change?"

XMODEM/YMODEM

The following was gleaned from the MichTron BBS by John Babson.

by J. Weaver, Jr.

A quick message to clear up some of the XMODEM/YMODEM questions...

First of all, Tim talked to Chuck Forsberg (keeper of standards) today, and got the lowdown on the correct names and definitions for all of the various protocols:

XMODEM: 128-byte blocks, 8-bit additive checksum

XMODEM-CRC: 128-byte blocks, 16-bit CRC checksum

YMODEM: XMODEM-1K, with added block 0 to transmit filename and other parameters (allowing for batch up/downloads)

As you can see, Flash and Forem are in error in referring to a protocol with 1K blocks but without block 0 as "YMODEM". In addition, their "YMODEM-batch" designation is completely redundant - that's what YMODEM means in the first place. There is no such thing as a YMODEM without batch capability.

After the conversation with Chuck, Tim and I have decided to implement these protocols with the names shown above, in the interests of accuracy. We are sorry for the confusion this will inevitably cause with Flash and Forem, but if we adopted their incorrect nomenclature, it would cause confusion with the vast majority of software and systems (soon to include GEnie, from conversations on the SysOp RT there) which support XMODEM-CRC, XMODEM-1K and YMODEM.

We are currently implementing these protocols into both the MichTron BBS and MI-TERM, which will hopefully be released simultaneously. We are also looking into the implementation of other protocols. Information on the availability of upgrades, as

well as the implementation of these additional protocols of this BBS, will be forthcoming.

The XMODEM/YMODEM standard indicates that all displayed sector or block numbers or counts should be "the number of bytes divided by 128". This maintains a familiar unit of measurement for the progress report and avoids ambiguity". What other programs are apparently giving you is the packet count, which does not truly indicate the length of the file (because you don't know how long a "packet" actually is, and the packet length can change during the transfer, depending on the file size and the quality of the transmission).

I'm addressing this in MI-TERM by indicating both the block number (as "length / 128") and the packet number. I believe that Tim will be doing something similar. -JWJR

IMPORTANT

!!!

MAKE

A

NOTE

NEW

BBS

PHONE

963-

1355

DON'T

FORGET!!!

EDITOR'S NOTE: While the following article is not TARI-specific, I believe the majority of our members will find it very interesting. It was written by one of our own, DAVE GIERL, and presents some unusual and very worthwhile uses for computers in general.

MICROCOMPUTERS IN SPECIAL EDUCATION

by David Gierl

We all know that many schools have at least one computer for students to learn how to program. It may be just one PC or it may be a large mainframe with many terminals. However, there are many more uses for computers in education. In a study conducted by Stanford University, it was found that 5 year olds who used the computer in classroom reading instruction scored an average of 6 times better than those who didn't. Due to a multitude of special hardware and software, many children who normally would not, have the chance to learn not only programming, but other valuable and even more important lessons.

It has been shown in many studies that computers are not only helpful in teaching "normal" children, but is especially good for teaching the learning disabled. Hyperactive children and children with other attention span problems seem to be fascinated with computers. This fascination helps immensely to increase attention span, thereby increasing retention. This is also true for children with Downs Syndrome and other similar handicaps. Teachers have found a marked improvement of performance in these children, especially when the performance is tied to "winning" computer time for games. Although some teachers feel that games have no place in the classroom environment, many games promote just what these children need, including logical thought and motor control.

Another extremely important aspect of using microcomputers for teaching the learning disabled is that a child's program can be tailored to fit the particular child's potential. Going at the proper

pace with the ever patient computer has a profound effect not always found in the teacher-student relationship. Many handicapped children are inhibited while with a human teacher because they are afraid the teacher will think they are stupid. Of course, the great majority of human teachers understand the problems of the child and know the child isn't stupid, but not all children will realize this.

The physically handicapped, those missing arms, paraplegics and those with decreased motor control no longer have to lead reduced lives with little or no education. With training via the help of computers they can lead almost normal lives. The multitude of input devices that are designed for almost every conceivable handicap open the door to those who would otherwise vegetate their lives away. Examples of some of the switches are the hand switches, puff switch, head switch, wobble switch, and pillow switch. The hand switches, of which there are many, are designed for those with limited hand usage. These switches usually look similar to paddles but are designed for specific grip and hand coordination problems. The puff switch is designed for those who have no motor control from the neck down. The switch is either on or off and is controlled by blowing air into it. The head switch is for those with at least some head movement and is controlled by head motion. Wobble switches generally look like a joystick with a larger base giving it more stability. This is slightly misleading, however, because unlike a joystick, they are almost impossible to tip over due to their spring like sticks. These are great for someone with little control of their arm movements. The pillow switch is just as it sounds...A switch surrounded by padding so the handicapped person cannot hurt themselves. The POWER PAD is a large square pad divided into 4 sections with pressure sensitive membranes, thereby giving four different inputs for someone who would find it impossible to hit a particular key. The unicorn membrane keyboard has 128 keys in eight rows and sixteen columns spaced

1-1/4 inches from center to center. This, again, is much easier for those with decreased motor capacity. Also available are various keyguards and locks to help facilitate the use of a standard keyboard.

But what about the paraplegic? How can they get the computer on and their program booted? This is where WALDO and the VOICE INPUT MODULE can come in. WALDO hears the voice and interprets it to activate any electronic device that it is hooked up to. The VOICE INPUT MODULE is "trained" to listen only to one person's voice and will function as a word processor.

In truth, the hearing impaired no longer need special classes or to be able to read lips, instead they see what they should hear. For example, the "PORTAPRINT" is used for communications via the telephone. It consists of a keyboard, acoustical coupler, printer and speech synthesizer.

With this a hearing impaired person can read what is spoken to him and answer with confidence. No longer does he have to worry about being too loud or too quiet, or if his pronunciation is correct. Another microcomputer that is extremely useful for communications is the Teletyper. This item has a speech synthesizer, 40 character display, external speaker jack, IBM compatible Centronics parallel port, an RS232 port, and built-in keyboard emulation for many PCs. The Speech Pac, made by Epson, has a keyboard, voice synthesizer and a microcassette drive to store hundreds of phrases and complete sentences that are retrieved by the stroke of a key. The Speech Pac is 100% compatible with the Epson HX-20 microcomputer. With the use of the above systems a child can have a more effective and less inhibited communication with his teacher.

The visually impaired student can find a system that will meet his specific needs. Again, there are many speech synthesizers. These are especially useful when they are connected to machines that can read. There are many display microprocessors that can be used in conjunction with a speech synthesizers or monitors

with special large print displays. VTEC's Braille Display Processor is used via a microcomputer to display text in columnar fashion on a 20 cell, refreshable, braille display. It also uses tones and beeps to cue the user as to where he is on the screen. Another handy item used with microcomputers is VTEC's MBOSS-1. This is a continuous feed printer with 2 fonts, 6 dot or 8 dot braille. The portable, battery powered, Versabrilite II is a powerful microcomputer. Though it only has 32K RAM, it has 64K ROM and dual 3.5 inch floppy drives that total 1.5 MB of storage. It also comes with a refreshable braille display, Centronics parallel port and an RS-232 port.

As I have shown, with the use of one or more of the above devices, any handicapped child can learn via the use of a computer. There are only a few problems associated with the acceptance of microcomputers in special education. The major consideration is the cost factor. Some of these systems can cost as much as \$10,000. Other peripherals may only be designed for a specific computer system. Another problem is the integrity of software. There are many excellent publishers who have great software that is well researched and documented. However, not any programmer can just pick up a book and write a quality program designed for special education. This problem is combatted by places like the Western Pennsylvania Special Education Regional Resource Center. They are continually purchasing new software and any special education teacher can drop by to see if it will fit his needs before spending the school's limited money. But, I ask you, how much is it worth to make a handicapped child a productive adult with a high self esteem?

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1 MONTH	\$ 40	\$ 30	\$ 20

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- *1 Hitachi HCA-8300 Stereo Control Amplifier (pre-amp)
- *1 SAE 2200 Power Amp (100 watts RMS per channel)
- *1 Yamaha T-80 AM/FM Stereo Tuner
- *1 Vidicraft Detailer IV Audio/Video Enhancer
- *1 Sansui TU-717 AM/FM Stereo Tuner
- *1 Mitsubishi LT-5V Turntable, with Audia-Technica & Shure Cartridges

Original purchase cost of all above - approx. \$2300.00. Asking \$200 for HCA-8300, \$200 for SAE 2200, \$175 for T-80, \$150 for Detailer, \$100 for TU-717, and \$200 for LT-5V and cartridge. Or will take \$750 (firm) for ALL

Call Rick at (412) 486-4133 for more information.

DATES TO REMEMBER

JUNE 8 - GENERAL MEETING

JUNE 15 - BOARD MEETING

JUNE 19 - ARTICLE DEADLINE

JUNE 22 - ST MEETING

JULY 13 - GENERAL MEETING

JULY 20 - BOARD MEETING

JULY 24 - ARTICLE DEADLINE

JULY 27 - ST MEETING

ALL MEETINGS AT 7:00 P.M.

AT

THE GREEN TREE MARRIOTT

COME AND BRING A FRIEND!

LABELS

P.A.C.E. has labels for the 3 inch disks (2-11/16" x 1-15/16") priced at \$2.00 per 100. Check with Rick Gierl for quantity prices.

BUY OF THE MONTH

Modem Surge Protectors \$13.00
See Rick Gierl.

TIPS AND HINTS

Reprinted from
Quad Cities Atari
Users Group Newsletter
April 1987

NOISY I/O FLAG: If you would like to turn off the sound of data pulses coming out of your video speaker during disk or cassette I/O, type POKE 65,0. Bring it back with POKE 65,1

BYE BYE REBOOT: Here's a tricky way to rerun an AUTORUN.SYS file without turning off your Atari XLXE. Press [RESET]. Type BYE and press [RETURN]. You will see the Self-Test Menu. Press [RESET] again and AUTORUN.SYS will take off.

BINARY LOCATING: Want to find out where a binary program is being loaded? The first six bytes will give you the answer. The following program reads them:

```
10 OPEN #2,4,0,"D:YOURPROG.OBJ"
20 FOR I=1 TO 6:GET #2,A
30 PRINT A:NEXT I:CLOSE #2
```

Ignore the first two values which will be 255. Multiply the fourth value by 256 and add the third byte to the result. You now have the starting address. Repeat the above for values five and six to find the ending address of the binary program.

WHAT'S A LINK?

by Bob Crowell
Reprinted from
RI ACE Issue 4, Vol. 5

Like many of you who are reading this, I have more than one Atari 8-bit system. In my "Computer Room" two systems are set up side-by-side in an

-shaped arrangement, so by simply turning my chair, I can see either keyboard.

In my own version of 8-bit "multi-tasking" quite often one computer is booted up as a word processor and the other is booted up with EXPRESS! terminal software. As such, I can capture any text while on-line with a BBS, condense or alter it in some way in the word processor, and then re-upload it in a more polished form, all without logging off whatever BBS I was on.

Unfortunately, this has always involved a lot of disk swapping between systems; not difficult, but rather inconvenient if you do it a lot. I have always felt there was a need to be able to link two independent systems, but there has been no way for me to accomplish it...until I created "LINK".

LINK is a relatively simple switch-box that allows me to switch ONE disk drive between TWO separate Atari 8-bit computers. Since this isn't intended as a "construction-type" article, I won't get into circuit diagrams or specific electrical precautions to take, but I will discuss what I did in more general terms. If you think you'd like to tackle the construction of a LINK, you can contact me through this newsletter, or on the RHODE ISLAND ACE BBS for more details. (RHODE ISLAND ATARI COMPUTER ENTHUSIASTS, 65 Russell Ave., East Providence, RHODE ISLAND 02914)

I had determined some time ago that even though the standard Atari serial I/O cable has thirteen connections, only FIVE of them are used by the computer to communicate with disk drives and many other peripherals! (Data In, Data Out, Ground, 5v./Ready, and Command) A 5-Pol, Double-Throw switch and the proper connectors are the only things needed.

The best way for you to visualize this device would be by comparing it to the standard switchbox most of you use to connect your Atari to a TV: with that switch in one position, your computer's RF output is connected to the TV's antenna input, and you see the computer's display; with the

switch in the other position, your actual Antenna (or Cable) is connected to the TV's antenna input for regular TV watching. That switchbox happens to contain a Double-Pole, Double-Throw switch to switch the two antenna wires, while the type of switchbox I'm describing now requires a t-Pole, Double-Throw switch, to switch the five wires in the serial I/O cable.

The easiest way to make my device would have been to use three I/O cables, cutting one plug off each, and just soldering the appropriate wires at the cut ends to the switch. Then, the switched cable would plug into the drive, and the other two cables would go to their respective computers. That would have worked just fine; but I chose another route.

I happened to have an old, broken 835 modem, which had 2 I/O ports built in, and which would provide me with a snazzy case for my device at the same time. I decided to cannibalize it, totally isolate the ports, build my switch inside, and use half of an old I/O cable to connect to the drive. It actually turned out better than I'd hoped; I didn't even have to drill any new holes in the case! The switch protruded exactly where the power switch had been on the old modem, and with the addition of some stick-on letters (I covered the "Atari 835" with the word "LINK" using the press-on letters from a videocassette), it looked like a stock Atari item!

I assigned my old Atari 810 drive (set up as Drive #2 as my LINK drive, and it sits between the two systems, next to my LINK box. Now, with the switch set to the right-hand position, I can capture text on-line and save it to D2: ... then, I slide the switch to the left-hand position and load the same text into my word processor from D2: ... All without touching the disk!

By the way, since the 810 "parks" its read/write head on track 29 when not busy, I leave a disk in the drive all the time now, so LINK is always ready to go. (Some disk drives leave the head at the position where it last read or wrote, and if the drive powered up in

that condition, it could "trash" the data on the disk.)

Because I already had a disk drive connected to each of the computers, it was appropriate that I assigned the LINK drive as Drive #2, but it should be noted that this same LINK device would allow the use of a single drive between two computers WITHOUT any other drives. These days, when Atari 8-bit computers are available for \$50 or less, it might come in handy to be able to share a (relatively) more expensive disk drive! However, if you do this, I caution you that you must be VERY careful when switching between computers, since any open disk files combined with disk swapping could effectively DESTROY the data on your disks. Be forewarned!

LINK turned out to be an incredibly simple and cheap device that really makes my computing more convenient, and hence, a lot more fun! And isn't that what Home Computing is all about?

SHORT NOTES by Jim Stokes Reprinted from RAMBANK April 1987

IMAGSCAN: There is an interesting new product coming for the ST soon. It's an image scanning device called (incredibly enough) ImagScan. It takes a real world picture and allows you to create a Degas or Neochrome picture with it. ImagScan comes with a cartridge for the ST and a device called a light pipe that sits on the print head of your printer and is connected to the cartridge. You place the document you want to scan in the printer, the program scans it and sends the information back to the computer. ImagScan matches the resolution of your printer. If you own an Epson that would be 216 dpi (dots per inch), 316 dpi on a 24 pin printer. It produces 256 gray levels and works in all resolutions. ImagScan has nine levels of magnification or reduction and the read me file says it can read text but I'm not sure of that. The product was developed by Seymore-Radix and sold for \$59, but since then Soft Logik has gotten

involved and the price has gone up to \$99. Soft Logik claims they are redoing the software and will make the hardware easier to use. They plan on releasing it in May.

BLITTER CHIP: The Blitter chip is still having its problems, only two out of ten chips produced are usable, and the Mega won't come out until there are enough blitters available for them; and the rest of us will get them after enough are produced for the Megs. There have been conflicting reports about what exactly the blitter will do. Some people at Atari claim it will increase the speed of a number of processes, while others claim that only bit mapped graphics will see an increase in speed. As if things were not complicated enough, I've also heard that the new ROMs that will be installed with the blitter will increase data transfer speeds by 50% and increase (along with a new MMU, the memory management chip) the accessible RAM on the ST from 4 meg to 8 meg. The confusion stems from the fact that Atari announced that there will be a ROM upgrade at the end of the year so it isn't clear if these changes will be made for the blitter upgrade (which requires new ROMs) or the one at the end of the year. At any rate, it hardly seems worthwhile to spend \$120 for the blitter upgrade and then turn around 6 months later and spend more money (perhaps another \$100) for the new ROMs. I doubt that faster bit mapped graphics are worth that kind of money.

BATTERIES INCLUDED: Electronics Arts recently bought Batteries Included and BI will become a subsidiary of Electronic Arts. Beginning May 4th all inquiries concerning Batteries Included products should be directed to the Electronic Arts customer service department at (415) 578-0316.

AUTODUEL: If you have a US Doubler installed in your 1050 or have an Indus drive don't buy Autoduel from Origins Systems. Their new copy protection scheme is NOT compatible with these drives. All you'll see is an endless repeat of the title screen.

AUTO FOLDERS: As you may or may not know, files in an auto

folder are executed in the order that they were copied to the disk. I recently copied an auto folder from one disk to another, only the program didn't run on the second disk. After much gnashing of teeth and a few threats to sell the ST and get a Mac I finally figured out what the problem was. When you copy a CLOSED folder the files will be copied in the order they were copied to the folder. If you open the folder (and can see the file names) then the files will be copied in a different order. That order depends on what SORT order you have chosen from the desktop (Size, Name, Date). My problem was I was trying to copy files to a ram disk that hadn't been created yet because the programs were not in the proper order in the auto folder.

COPYRIGHTS: Antic magazine's Jim Capperell recently wrote to Michigan Atari Computer Enthusiasts (M.A.C.E.) notifying them they had to remove any and all antic programs from their BBS. He noted that this material is copyrighted and to exchange it is piracy. This is a change in policy for Antic, since there was never any objection from them about this sort of thing in the past. Their policy on Compuserve has also changed. Now anything on CIS from Antic states that this material is "for the exclusive use of Sig Atari members only". Nothing in the letter said anything about including Antic material in their club library. A.N.A.L.O.G.'s much more generous policy is that nothing can be distributed until the publication date on the magazine.

RHOTRON EXPANSION: A German company called Rhotron is offering an expansion setup for the ST which plugs into the CPU and has eight slots. There are a number of cards available including a two meg upgrade and a math co-processor. If you don't want to violate your warranty, they also sell a PC like case in which you place your ST, and the bus, a bigger power supply is included. I have no word on what this expansion system costs.

ART DIRECTOR: At the recent Hanover show a Hungarian firm

named Andromeda was showing a program called Director. Us! Art Director, a drawing and paint program, you create stills that can then be stills that can then be animated using Film Director. Art Director accepts pictures from any graphics format (presumably including Degas and Neochrome), allows you to add music and can also accept digitized pictures. As far as I know there is not an English version of this program but perhaps someone in the U.S. will have one created for distribution here. It sounds like an interesting program.

PANIC IN DESKTOP PARK

by Ken White
Reprinted from SLCC Journal
May 1987

Okay, so six months ago, I didn't know nothin' about desk accessories. A desk accessory was like a paper clip, or maybe one of those magnetized thin that hold the paper clips cute little circles around the magnetic hole thing. Now THERE'S a desk accessory. I was a babe in the desk accessory woods.

Of course, I didn't have an ST six months ago. I was clean. My old 800 had a lot of "things" but it didn't have no desk accessories. Not a one.

Then circumstances changed and I developed a need for an ST professionally. Like a big sucker, I went in wondering about how I was gonna like using the mouse, or how the megabyte of memory I was getting would change my writing style, since the biggest text buffer I've ever worked with was about 22K. Nobody bothered to mention the "side effects" of desk accessories, and I didn't know enough to ask.

I started off on the soft stuff. The control panel, the terminal emulator, and the printer installation accessory were my only neighbors under the DESK (on the menu bar) Yeah, so I didn't have a mod yet, or a printer. But I could sure change those colors. I never realized that there were color combinations that would make you think you were a reincarnation of Jayne Mansfield.

After a while, I started reading about Thunder! from BATTERIES INCLUDED and all the reviews made mention of the fact that there was an "accessory" version that would check my typing WHILE I WROTE for spelling errors. Well, jump back Jack! That sounded pretty good to me. I got it.

Then somebody started telling me something about Cornerman, how it had all these things available as an accessory, everything from a dialer and a notepad to an on-screen digital clock and a calculator, just one click of the mouse and there you were.

Well, that sounded pretty good to me. All that stuff in an accessory. Didn't need my notepad next to the computer or that calculator that used to be in the drawer before it deserted me and went to Honduras to join the Contras. So I got Cornerman, too.

Wasn't I the smart and lucky one. There I was, with my little word processing disk (Cornerman and Thunder resting comfortably under the DESK) and with my little telecommunications disk (Thunder and Cornerman under that DESK too--wouldn't want to misspell a word while composing a message with Flash's built-in word processor, would I?) I was truly happy as a pig in whatever it is pigs are happy in.

For a couple of weeks, I was okay with my little package of desk accessories. I used them every day, and was completely satisfied. Then, I went on GENIE (General Electric's answer to Compuserve) and I happened to see that they had a whole download library devoted to "desk accessories". Obviously, I had to take a look...

When I'd finished scrolling through the fifty or so desk accessories available to me there, my hair must have looked like something Don King would be proud of. There were ALL HUNDREDS OF DESK ACCESSORIES!! Everything from RAMdisks to things that I didn't even understand. All free for the taking.

I started small. Downloaded a calendar (dumb little thing that brings up a calendar,

month by month, from January 1980 right on through the next century...you got married on February 19, 1983? Hey, that was a Saturday...), a clock (yeah, so I had enough clocks on Cornerman to rival the little Hungarian clock make little Hungarian clockmaker down the street...but this one can be...well, altered. Changed in form...Hello, Dali, if you know what I mean...), a scientific calculator (I know, I had one of those with Cornerman too, but you never know when you might need JUST a calculator available on your disk, right?) and a stupid little 3-D maze game called Minos.

Oh boy, I was really cooking. I put calendars on my word processing and telecommunications disks and filed the rest of the accessories away on a new disk labeled, appropriately enough, "Desk Accessories". The monkey was beginning to climb up my back.

The next night, I was back on GENIE again, searching through the desk accessories download library for additional accessories that I might have "missed". As you might imagine, I found a couple.

How does a little accessory that tells you how much free RAM you have in your computer sound?

Or maybe a little item called Tiny Tool is more to your liking- it's a combination disk sector and memory examiner and editor. Now personally I don't have a whole lot of use for something like this, and I'm not sure why I downloaded it (no, you can't have a banana) except it sounded interesting- I also felt there was a possibility that I wake up one morning after a vision that explained the meaning of short non-words with dollar signs and other funny stuff in them.

And then there's the Word Window. The Word Window is a fairly full-featured word processor IN A DESK ACCESSORY. Yes, if you thought you needed to boot up your favorite word processor to write that letter to Mom (or the credit card company), you thought wrong. Just swing your pointer up to the DESK menu item, click Word Window, and you've got a word

processor that will give you the power to edit, move blocks of text, save files, print files, embed printer codes, and do just about anything you might want to do with a text file. It'll only deal with documents of approximately 32K (80 columns of text by 400 (80 columns of text by 400 lines), but I wrote a BOOK with Atariwriter and a 22K text buffer...and Word Window has more features.

The files on my "Desk Accessories" disk were growing in number and size. I was busy creating RAMdisks and moving files around. The fact that the GEM desktop will only allow six accessories at a time caused me a few tense moments until I discovered an accessory loader file that I can stick in my AUTO folder- before the accessories boot, it asks me which ones I want to have this particular session. Now I could stick as many accessories on my disk as I wanted!

Read some more about the ST. Hmm, a RAMdisk accessory might be real nice. Create a RAMdisk at bootup, so it's there and ready for me whenever I need it. And they come in sizes ranging from about 78K up to 709K. Okay, you don't have to stare at me disapprovingly - I downloaded a variety of sizes, for different occasions.

I was in full-scale accessory addiction by this point. I stopped looking for interesting new accessories and started thinking about what kind of accessories I WANTED. I hunted and dug around, looking for an accessory that would allow me to format disks and do basic DOS-type functions without exiting my application programs. After a week, I found Disk Manager: Format disks, delete files, create folders, all kinds of useful stuff. I grabbed it.

I've managed to calm down over the last few days- I spend my time moving accessories from disk to disk, then booting the disk up and seeing how I like it. It's not that my lust for accessories has cooled; rather, I have enough accessories to play with...for the time being.

I was on GENIE again tonight...didn't notice any new accessories...I sure hope somebody writes another good

one real soon...or I'll have to give Compuserve a call and see what THEY'VE GOT...a man's gotta do what a man's gotta do...

MORE HINTS AND TIPS

Downloaded from PLINK

FLASH HINTS: This is a series of hints and tips on using FLASH. Written by Alan Page, one of the authors of FLASH.

Common Questions and Answers about FLASH terminal program

1. I have a touch tone line. How do I tell FLASH to dial using touch tone?

Answer: Go to the menu-bar and select DIAL DIRECTORY from the EDIT section. Click on the button that says 'ALTER SETTINGS' and change the Prefix to ATDT. Then hit return to exit the dialog and select SAVE from the FILE section. When the File Selection dialog box appears, click on "Configuration" and save the configuration as the default name FLASH.CNF. This makes sure that the dialer prefix will stay as ATDT the next time FLASH is run.

2. I'm trying to upload a message to CompuServe using Ascii upload but the text appears scrambled and there are missing characters.

Answer: Change the ASCII upload setting to set METERING on. If you are using the SIG editor that gives you line numbers, then set PROMPTING on and enter ':' as the prompt character.

3. All of a sudden the cursor is moving on the screen, but I can't see any text being displayed. What's happened and what can I do to fix it?

Answer: Line noise has resulted in FLASH being sent an escape sequence that has changed the text color to the white. The same error can cause text and background colors to become reversed or the cursor to disappear entirely. If you are using a color monitor then you may see strange combinations of text and background color e.g. red text on a black background. The solution is to use the MODE command to reset the terminal emulation mode. Press on ALT-M and hit enter. This will reset the colors to their default values while leaving the

terminal emulation type unchanged.

4. While uploading or downloading a file using Xmodem I see error messages on the bottom line of the screen. Does this mean the file transfer was this mean the file transfer was bad?

Answer: Xmodem is very good at recovering from errors due to line noise and it's quite normal to see occasional error messages such as Checksum error or Sector number error. If a fatal error occurs, FLASH will always put a message on the bottom of the screen which includes the phrase 'Xmodem Aborted'. In addition, the other computer will usually realise that a fatal error occurred and also display an error message. FLASH will typically try at least ten times to send/receive each block of the file before giving up.

5. How do I edit the FLASH DO files?

Answer: Simple! Just load them into the FLASH capture buffer and edit them in place then save them back to disk. To embed control codes in a DO file, simply hold down the control key and press the appropriate key, e.g. control-C shows up as an arrow facing right.

To load a file into the FLASH capture buffer, select LOAD from the FILE heading of the menu bar and select CAPTURE from the dialog box that appears. To save the entire capture buffer, select SAVE from the FILE heading of the menu bar and click on the CAPTURE box. You can save just a part of the capture buffer by marking out a block and saving it. The block commands are all under the BLOCK heading of the menu bar.

6. I would like to send a setup message to my modem each time I run FLASH. How can I do this?

Answer: You can do this using the FLASH AUTO command. From the terminal screen (the one without the menu bar) press the insert key and type AUTO PA 1|ATDX6 and hit return (substitute your own setup message in place of ATDX6). Then press <Insert> again and type SA CONFIG and hit return. When the file selector appears it should have FLASH.CNF as the

filename. If not, type FLASH.CNF as the filename. Hit <Return> to save the new configuration file.

Note: the setup message is limited to 15 characters using this method. If you want to send a longer setup string send a longer setup string or send a bunch of setup commands to FLASH, then type in an auto command like AUTO DO SETUP.DO then create a DO file called SETUP.DO containing the desired commands.

The way FLASH uses the AUTO command it takes what you have typed in as the auto command and puts a '>' at the beginning and adds a '|' at the end. Normally this turns what you have typed in into a single command, but there is nothing to prevent you from having several commands e.g. AUTO BA 2400|>DI BBS gets turned into >BA 2400|>DI BBS| when FLASH actually does the AUTO command. Just remember that the AUTO command is limited to 20 characters maximum. You can check your AUTO command using the status command (SS) from the terminal screen OR the STATUS selection from the OPTIONS heading of the menu bar (look under Miscellaneous in the Status display dialog).

7. I want to run FLASH, then switch automatically to another drive/folder. I tried setting the default pathname to the one I wanted to use and then save the configuration, but that didn't work.

Answer: Use the AUTO command (explained above) to change the pathname. (Note: pathname = drive + folder name e.g. A:\FLASH\). If you want to keep the dial directory and function key files in the new folder then you should use a DO file called from the AUTO command that will load in the dial director and function key definition. e.g. >IO DI DIAL.DIR|>LO FK FUNCKEY.DEF|

8. How big is the capture buffer in FLASH?

Answer: The size of the capture buffer depends on whether you have a 520 or 1040, whether you have a ram-disk or not, and what desk accessory you have loaded. It uses whatever memory is available when FLASH is run, so depending on the factors listed above, you could have a capture buffer ranging from 10,000 bytes or

less to over 700,000 bytes To find out the size of the capture buffer, select the 'STATUS' selection from the 'OPTIONS' part of the menu bar. Information about the capture buffer is in the box labelled 'Capture' in the upper left corner.

9. How do I edit the FLASH configuration file? How do I create one?

Answer: You don't edit the configuration file as it is not in text format. The configuration file is a record of all the important FLASH settings. Almost everything you see in the 'STATUS' display is recorded in the configuration file, including the AUTO command, the dialer prefix, suffix, and other dialer parameters. To change the configuration, just set FLASH up the way you would like to run it, then select 'SAVE' from the FILE heading of the menu bar, then click on 'Configuration' in the File Selection dialog box that appears. The default configuration file, FLASH.CNF, is loaded when FLASH is initially run. You may use another name for the configuration file, but then you will have to load it manually.

ATARI ST PEEKS & POKES

From Abacus

A review By Mike Yocum - SCAT
Reprinted with permission from
SCAT (Suburban Chicago
ATarians) newsletter.

Abacus has been very prolific in their support for the ST. They had the very first book about the ST ("Presenting The Atari ST") out before the ST was released. They have an extensive line of books, covering nearly any ST topic you can think of, or would be interested in. Recently, they released a line of software as well.

Being a BASIC programmer from way back, I looked forward to reading "Atari ST Peeks & Pokes" (hereafter referred to as P&P) which is book number 8 in their series. What I had hoped for was an ST version of "Mapping The Atari" that excellent publication for the 8-bits. However, what I got was something different altogether.

P&P is, instead, a hodge-podge of information. It starts out with "A Look Inside The ST," although I'm not sure I needed another one. From there it moves on to hardware, computer math, TOS, programming languages, and, finally, the peeks and pokes themselves.

Parts of the book are really good. They cover lots of little-known tricks like reading the joystick, setting the time and date through a program, changing the cursor shape, changing the font, and the like. This is the type of information I expected. They present these topics in a way that any BASIC programmer should have no trouble following.

However, other parts of the book have problems. P&P demonstrates the same unevenness that I have found in the rest of the Abacus line I have seen. It moves back and forth between a beginner approach and advanced topics. The transition between them isn't smooth, either. This makes for unsatisfying reading.

This is not to say that I haven't seen books that DO mix levels of expertise. Many times, it can work. Sadly, P&P doesn't work for me.

Some of the more interesting topics in the book cover interfacing with GEM through ST BASIC. By reading their explanations, and typing in their examples, you get a better idea of how GEM does what it does. In fact, if you learn GEM strictly through ST BASIC with peeks and pokes, you'll have a better handle on lots of GEM nitty-gritty than the average C or Pascal programmer does.

However, is this wise, and is it worth it? I'm not sure. For instance, consider ST BASIC. At this time, it's not exactly the pinnacle of BASICS.

It's bound to be replaced by other BASICS, and (hopefully) soon. The point I'm making here is that ST BASIC, with all its peeks and pokes to interface with GEM, is kind of an island. You may not be able to "port" your knowledge over to new, better BASICS as they become available, or other languages for that matter. If folks that are writing "production" software get into GEM with a simple `appl_init()`

in C or `Init_Gem` in Pascal, why should you peek and poke your brains out doing the same thing?

It's a kind of Catch-22 situation in that it's not very good in its delivery of information, yet it's some of the only information like it around. Once again, it shares this trait with its other Abacus siblings. P&P and the rest of the Abacus series do have lots of merit in that they present a lot of obscure and hard-to-find information. I just wish they could present their books with more conciseness and continuity.

Even noting the reservations I've stated above, if you're interested in the types of topics I've mentioned, I would advise you to check it out. If you can live with the off-balance approach, it could fill voids that would otherwise have to wait.

Word Writer ST

By Timeworks

Reviewed By Mike Yocum
Downloaded from Plink

Recently Timeworks, a company located in nearby Deerfield ILLINOIS, released a new word processor for the ST called Word Writer ST. This package joins their other recently released package called Data Manager ST (a database), and their soon to be released Swiftcalc ST (a spreadsheet). If Word Writer ST (hereafter referred to as WWST) is any indication of what's to come from Timeworks for the ST, we're in for LOTS of good things.

WWST is a GEM-based word processor. That is, it uses all the features of GEM including windows, pull-down menus, alert and dialog boxes, the mouse, and so on. Also, because it uses GEM, you can use any desk accessories you like at any time you like. Lots of GEM-based software has been out for the ST for a while now, and to be honest, some use GEM better than others.

WWST does a fine job with GEM, and uses it to the fullest. It even goes a step further, for those who aren't as enamored with GEM - there are keystroke equivalents for many of the commands that are

otherwise available via the menus. If you go up to the pull down menus, you'll find the keystroke equivalent for that command (if available) written to the right of the command. On WWST's desktop (underneath any window(s) you might be working on) you'll find the keystrokes for many other commands. You may either hit the key combination (usually Alternate and another key) or click on the desired command. For example, Alternate-P for Print Current Document, Alternate-O for Open File, and so on.

As far as WWST's word processing goes, it's capabilities are good. All the usual stuff is there, like cut and paste, search and replace, auto justify, auto word wrap, and the like. WWST is also capable of double spacing (unlike early versions of First Word). Unfortunately, it doesn't support double columns yet, hopefully it will in the future. It is, however, WYSIWYG (that is, What You See Is What You Get). Everything 'looks' on the screen like it will when it is printed out - no 'print preview' is necessary. Page breaks are shown in the left border of the window you're working in (by the way, you can be working on up to four windows at one time, with full cut and paste between them).

Some of the things that set WWST apart from other word processors for the ST are print spooling, three different types of spell checking (online!), a status box, easy printer driver setup, an outliner function, an excellent user's manual, and online help. Let me take these one by one:

Print spooling - You're able to send a document to the printer or disk, either the current working document or one stored on disk, and continue editing while you print. This is a handy addition that makes the most of your time.

Spell Checker - You can check your document for spelling accuracy in one of three ways: as you type, check a single word, or all at once. It has on the order of 80,000 words in its dictionary. As it finds a misspelled word, it highlights it and attempts to

find the word in the dictionary it thinks you were trying to spell.

Status Box - When you call up the Status Box, it will tell you the number of pages, the number of lines, the number of words, and the number of characters in your document along with your free memory.

Printer Driver Setup - It's simple to set up WWST to work with your printer, if for some reason your printer is not listed among the 35 or so drivers that come with the package. The Printer Install program is a separate utility that asks, in plain English, for the codes to turn printer features like bold, italics, underlining, etcetera on and off. You can either edit an existing driver, or create your own. The beauty of it is that unlike any other word processor I've seen yet for the ST, it's incredibly easy!

Outliner - A type of program that has gained in popularity recently is called an 'Idea Processor.' Basically, it's a word processor that is specialized in that its features allow easy visualization of ideas. WWST has an 'Idea Processor' type function built in its Outliner.

As you type your ideas, WWST allows you to easily add Roman numerals, decimal numbers, and letters so that your text takes on a neat, orderly appearance.

User's Manual - The WWST documentation is the best I've seen in a long time. The manual is in a convenient three ring binder format for easy use. There are index tabs for each section, clearly labeled with each topic. The writing is good - very clear, concise, and easy to follow. Also included is an index and a quick reference section. The care Timeworks put into this manual, as well as the program, is clearly evident.

Online Help - At any time, you can call up a help dialog that often allows you to avoid looking at the excellent user's manual! The online help is not as thorough as the manual, nor would you expect it to be. It is however a welcome addition that's getting more and more popular in better programs.

WWST isn't perfect - is any program you know of? Some of

the things I would like to see in an upgrade to WWST (Version VC6-1.0 was used for this review) are:

The ability to add words to the dictionary and save them. Alternately, a personal dictionary would suffice. The ability to specify your own pathname for the dictionary - currently, you can only load the dictionary from drive A.

The ability to shut off some of the alert boxes and user-friendly features. Knowing the text block you just cut made it to the paste buffer via an alert box is nice, but the ability to override this for advanced users would be nice, too. This feature would lend itself well to WWST's overall design philosophy of easy to use features side by side with more advanced features.

To stay current with 'state of the art' and user needs, it would be nice if a FOG (readability) index could be added to the Status Box.

To sum up - I like it! WWST takes advantage of all the things that make the ST special. It combines power and ease of use into one well executed package. It's definitely the best GEM-based (and, dare I say it? Non-GEM-based) word processor I've seen to date. And, it's NOT copy protected, so it can easily be backed up or put on a hard disk. Timeworks has a winner on their hands. I hope they continue to support Word Writer ST and continue developing top-notch ST software.

-----> DON'T FORGET!

If you need help with terminal software...or have questions about your modem...

BRING THE
SOFTWARE
AND
YOUR MODEM
TO THE
NEXT
REGULAR MEETING
OF PACE
ON
JUNE 8
BBS DEMONSTRATION
AND
QUESTIONS AND ANSWERS

The Pittsburgh Atari Computer Enthusiasts (P.A.C.E.) is the largest Atari Users Group in the Pittsburgh area and was founded in August, 1981 to help Atari computer users. P.A.C.E., a non-profit organization, has members in and around the greater Pittsburgh area and all over the country.

We meet once every month at the Green Tree Marriott Hotel, usually on the second Monday of the month, at 7:00 p.m. At the meetings we discuss subjects ranging from new products being introduced to new uses for old products. Members are encouraged to raise any problems they may be having (to which solutions are often found!), and to inform the others of any new discovery they may have made. The meetings are often lively and entertaining as well as educational. Typically, the presentations and demonstrations at the monthly meetings are provided by our members willing to share their experiences, however, sometimes we have representatives from companies that provide products and services applicable to the Atari Computer.

In addition to the regular monthly meeting the ST Special Interest Group (ST SIG) meets monthly to exchange information, ideas and public domain software specifically relating to the new Atari 520ST and 1040ST computers. P.A.C.E. periodically holds classes on various subjects ranging from language tutorials to assistance in the operation of various pieces of Atari related hardware and software. In addition, when we identify products of interest to many of our members we may negotiate a group purchase to pass on the lower cost to our members.

In addition to monthly meetings at the Green Tree Marriott, P.A.C.E. also sends out monthly newsletters to its members, other users groups across the country, and various magazines and manufacturers of Atari-compatible software and hardware. These newsletters contain news, reviews, and help with problems our members are having. Keeping PACE is considered to be one of the better newsletters in the national users group community.

We also maintain, on a 24 hour a day basis, an electronic Bulletin Board System (BBS) open to all. This Bulletin Board is accessible to 300 or 1200 baud modems, at 412-963-1355. In addition to up-to-date "Bulletins", the P.A.C.E. BBS also has user to user messages and a large selection of Public Domain software developed by our members and those of other user groups for the Atari computers.

The programs available on the BBS are just part of the Library of public programs the club has. Numbered (conservatively) at over 1000 different programs, this library contains games, word processors, communications programs, and various utilities and documentation files. Available to members at the meetings for a nominal fee, this software has helped many members since these programs range from small, simple utilities to full power programs that rival commercial software in their abilities, but not their cost.

We invite you to learn more about us. Feel free to drop by one of our meetings. If you would like further information about the club, or a complimentary newsletter, you can call our Bulletin Board and leave a message or write to P.A.C.E. at the following address:

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ADDRESS ALL CORRESPONDENCE TO : PACE - P.O. Box 13435 - Pittsburgh, PA 15243

P.A.C.E. Membership Application:

\$20.00 fee enclosed

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(last) (first) (initial)

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City _____ State _____ Zip _____

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Computer: _____ 8-Bit _____ or 16-Bit _____

Primary Interest: _____

Suggestions: _____

I can help with... _____

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PIRACY WILL NOT BE TOLERATED at the group meetings nor any gathering of P.A.C.E. or on the P.A.C.E. Bulletin Board.

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